Crimson Sea® 2

TEEN
T
CONTENT RATED BY ESRB

KOEI™

WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game - dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions - IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation 2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNAUTHORIZED PRODUCT:

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge.
  Never use solvents or abrasive cleaners.

They attacked without warning.

An unknown life form, they descended upon the planets of the Theophilus Star System like a plague. With their fearsome way of reproducing – that of inserting a "plug" into other beings and turning them into their own– these creatures simply became known as the Menace.

The universe once again turned to the IAG (Intelligence Agency of the Galaxy) to help fight off these new invaders. Despite putting up a valiant resistance, it was soon clear that it would only be a matter of time before the IAG too fell before the massive Menace onslaught.

However, mankind still had a chance... A lone warrior who had saved Theophilus once before from no less a threat. With no other options available and the fate of mankind hanging in the balance, Theophilus once again turned to its savior, a young man named Sho, Hero of the Ekdahl Wars.

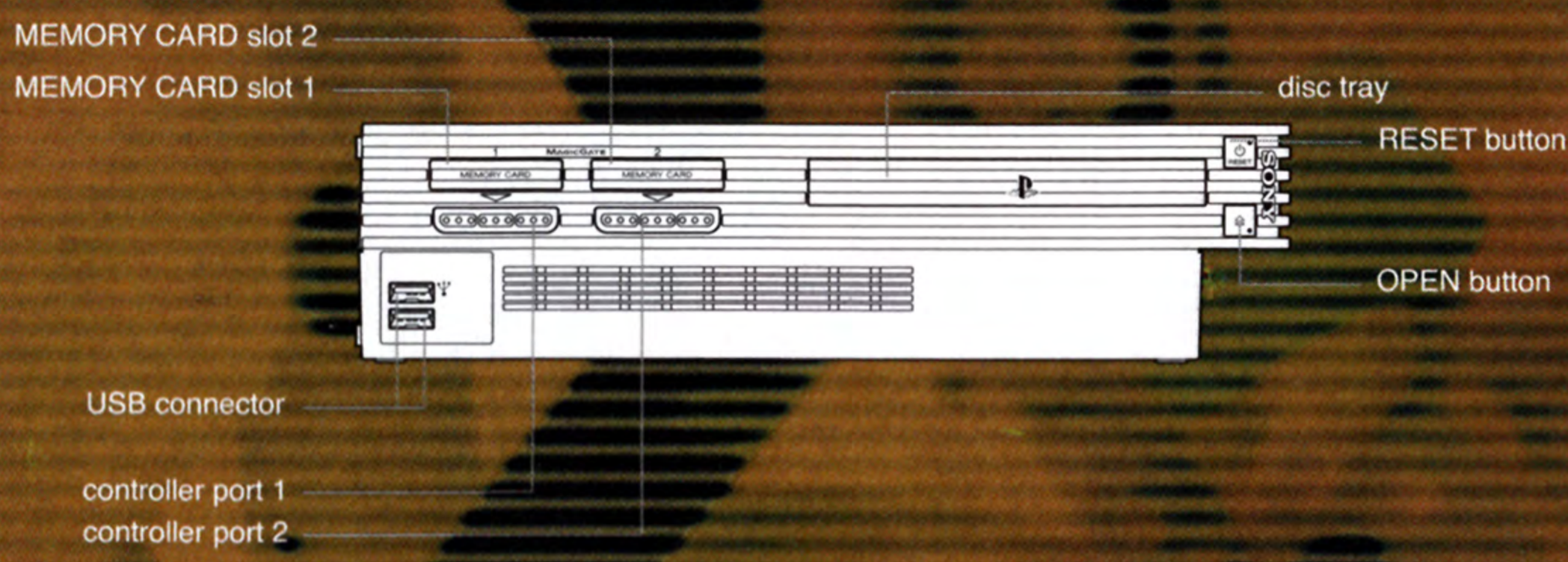
And now, the real battle is about to begin...

Crimson Sea®2

2 ● Getting Started
3 ● Starting Up
4 ● Game Controls
6 ● Starting Play
8 ● Game Outline
18 ● Operation
22 ● Advanced Techniques
28 ● Hints & Tips

Manual Design: Jyun Matsui (Plus Plan)

GETTING STARTED



Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned ON. Press the RESET button. When the power indicator lights up, press the OPEN button and the disc tray will open. Place the *Crimson Sea®2* disc on the disc tray with the label side facing up. Press the OPEN button again and the disc tray will close. Attach game controllers and other peripherals, as appropriate. Follow on-screen instructions and refer to this manual for information on using the software.

STARTING UP

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS

L2 button
L1 button
R2 button
R1 button
directional buttons
△ button
○ button
× button
□ button
left analog stick (L3 button when pushed down)
SELECT button
ANALOG mode button
START button
right analog stick (R3 button when pushed down)

Crimson Sea 2
GAME CONTROLS

L2 button

Change Gun

L1 button

Shift Movement
Switch Lock On Target
(when locked on)

left analog stick /directional buttons

Move
*You can use either the left analog stick or the directional buttons. The controls are the same.

L3 button

Map Display
Can only be used when Manual is selected at the Options menu. (P7)
*You can access the L3 button by pressing down on the left analog stick. The same goes for the R3 button and the right analog stick.

SELECT button

Camp Screen
Skip Movie/Event scenes

START button

Retry (Cannot be used within IAG (P12))
Quit

DUALSHOCK®2 Analog Controller

For a 1 player game, insert a DUALSHOCK®2 analog controller or a DUALSHOCK® analog controller into CONTROLLER port 1. The digital controller is not supported.

Vibration Setting

From the Title Menu (P6) or the Camp screen (P13), select Options, and then Vibration to turn the vibration function for the DUALSHOCK®2 analog controller on and off.
*This is regardless whether the LED display is lit or not.

For a more detailed description of the game controls, please refer to Operation (P18) and Advanced Techniques (P22) within this manual.

N T R O L S

R2 button

Time Extend
(Requires at least one full unit on your NP Gauge)

R1 button

Lock On (Lock on to an enemy)
Spin Movement (When you are not locked on to the enemy)

△ button

Blade Attack
Gravity Blade
(Press the left analog stick in the direction opposite your character is facing and press the △ button)
Cancel

□ button

Search, Talk
Gun Attack

○ button

NeoPsionics
(When your NP Gauge is full)

× button

Confirm
Jump

right analog stick

Rotate the camera right or left

R3 button

Change camera angle

Attacks during Time Extend

Assault Blade	Press the left analog stick towards an enemy and press the △ button.
Cross Fire	Press and hold the □ button while standing still.
Teleport	× button
Sonic Charge	Press the □ button while Teleporting.

Crimson Sea 2
STARTING

1. Starting the Game

Insert a memory card (8MB) (for PlayStation®2) in MEMORY CARD slot 1.

*A memory card (8MB) (for PlayStation®2) with at least 171KB of free space is required in order to save game data. Please consult the console instruction manual for more information on memory cards and creating free space.

2. Insert the Game Disc

Once the game has loaded, the opening movie will play. After the movie is finished, or if you press the START button during the movie, you will be taken to the Title Screen.

3. Select a Game Mode

Press the START button at the Title Screen to bring up the Title Menu.

LOAD	Load a previously saved game.
NEW GAME	Start a new game. Setting the difficulty level to [EASY] makes it easier to target enemies. Enemies will also be weaker.
MULTIPLAYER MODE	Select from three different two-player modes (P16).
OPTIONS	Adjust game settings such as music, volume, and vibration (P7).
KOEI INFORMATION	View trailers for other KOEI titles.

PLAY

OPTIONS

Adjust game settings. You can access the Options menu from either the Title Menu or from the Camp screen within the game. After adjusting the settings, select [CONFIRM] to accept your changes.

Vibration	Turn the vibration function on or off.
Camera	Type A: Firing the gun automatically swings the camera behind your character. Type B: Firing the gun does not swing the camera behind your character. Type C: The camera is fixed behind your character.
Controls	Reassign button functions on your controller.
Map (P8)	ON: The Map will be displayed in the upper left-hand corner of the screen. OFF: The Map is not displayed. MANUAL: Switch the Map display on or off with the L3 button.
Subtitles	Turn the event scene subtitles on or off.
Sound	Select Dolby® Digital Pro Logic® II, Dolby® Surround Pro Logic® II, Stereo or Mono sound.
Music Volume	Adjust the volume of the music.
SE Volume	Adjust the volume of the sound effects.
Screen Adjust	Adjust the position and brightness of the game screen.
Default	Return all options to their default settings except Controls.

Dolby® Sound Setup

"DIGITAL OUT(OPTICAL)" should be activated on the PlayStation®2 system settings when using a digital optical cable.

● **Dolby® Digital Pro Logic® II Setup**
If you have a sound system with Dolby Digital or Dolby Pro Logic IIx decoding, connect your game console to a sound system with a digital optical cable, and select "Dolby Digital Pro Logic II" from the sound options. The movie scenes will play back in Dolby Digital 5.1, and depending on the decoding features of your sound system, the sound during the gameplay will playback in Dolby Pro Logic IIx, Dolby Pro Logic II, or Dolby Pro Logic.

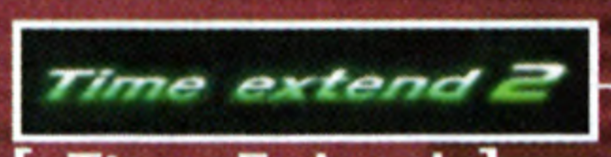
● **Dolby® Surround Pro Logic® II**
If you have a sound system with Dolby Pro Logic IIx, Dolby Pro Logic II, or Dolby Pro Logic decoding, connect your game console to a sound system with either a digital optical cable or an analog cable, and select "Dolby Surround Pro Logic II" from the sound options to experience the excitement of surround sound during gameplay, including movie scenes.

This game uses both Dolby Digital and PCM audio. Some decoders will switch between both audio formats automatically, and others may not. Please refer to your sound system's instruction manual to determine if it is necessary to activate an "auto-detect" feature.

Crimson Sea 2 GAME GUIDE

[Map]
Can be turned on and off at the Options screen (P7)
- Transport Pad to IAG
- Objective
- Player Character

Field Screen



[Time Extend]
Triggering Time Extend causes a gauge to appear above your NP Gauge, showing the duration of the Time Extend. The gauge is displayed until your Time Extend reaches 0.

[NP Gauge]
Attacking the enemy, taking damage, and collecting items such as NP Capsules will gradually fill up your NP Gauge. The gauge fills up faster by stringing together long combo attacks. Filling up one unit of the gauge allows you to use the Time Extend (P22) maneuver for a short time. If you fill up the entire gauge, you can use your NeoPsionics (P23).

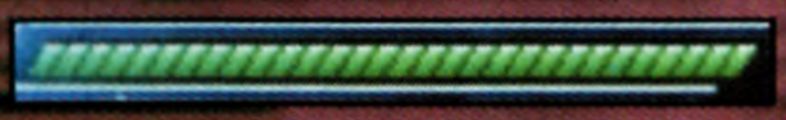
[Current NeoPsionics]
You can change NeoPsionic abilities with [NP] at the Camp screen (P13).

[Current Gun]
You can change your currently equipped Gun by pressing the L2 button.

[Gun Gauge]
Firing your Gun causes this gauge to deplete. The gauge fills automatically in between shots. If the gauge reaches 0, you will be unable to fire your Gun until it is completely recharged. Firing your Gun through a Time Extend or Overdrive attack will not cause the gauge to deplete.

[HP Gauge]
Your health. Enemy attacks lower your health. If the gauge reaches 0, the game is over.

To Avoid Game Over
- Start the game with two Medikits.
- Use NeoPsionics to recover some of your health.
- Pick up any Rations that you find throughout a stage.



[Vipa Round Gauge]
This is displayed when you pick up Vipa Rounds. This gauge displays how much of this powerful ammunition you have remaining.

T L I N E

[Mission Information]

TIME.....Time spent playing the current mission.
COMBO.....Your best combo.
MENACE.....The number of enemies you have killed.
MISSION.....Information related to your Mission Objectives (eg. enemies killed, time remaining, etc.)

[Target Cursor]

Automatically detects targets and locks on to targets in-range. Its appearance changes when a target is locked (P21).

[Menace's HP Gauge]

If it reaches 0, the Menace dies.

Lock On Cursor

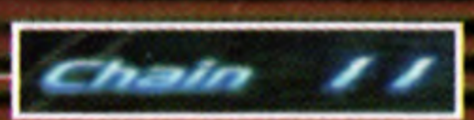
[Radar]

- ..... Player
- ..... Enemies
- ..... Target (Menace you must defeat in order to clear a mission)

[Combo Display]

Continually attacking the Menace within a certain time period allows you to string together attack combos. If your combo reaches 50, you can steal hit points from the Menace.

Perform a 50+ hit combo to unlock HP-stealing bullets



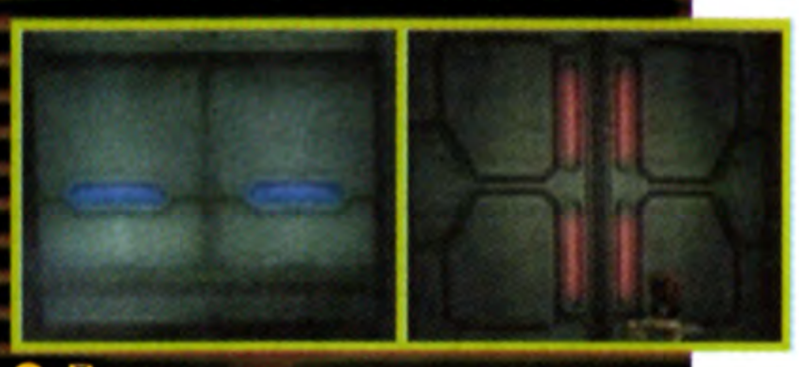
[Chain]

A combo bonus that depends on your attacks. The number displayed is added to your combo total. Your combo continues while the Chain is displayed. When using NP (NeoPsionics) or OD (Overdrive), [NP (OD) Chain] will appear, giving you more time to link your combos together.

Boss Battles

The boss' hit points will be displayed in the upper right corner of the screen. If the boss' HP reaches 0, the boss is defeated.

● Breakable Objects
Your Gun's crosshairs will appear over breakable objects including item containers or explosive barrels.



● Doors
Blue doors- Unlocked doors that you can open at any time.
Red doors- Locked doors that require card keys or other conditions to unlock. Some doors can be opened from only one side.

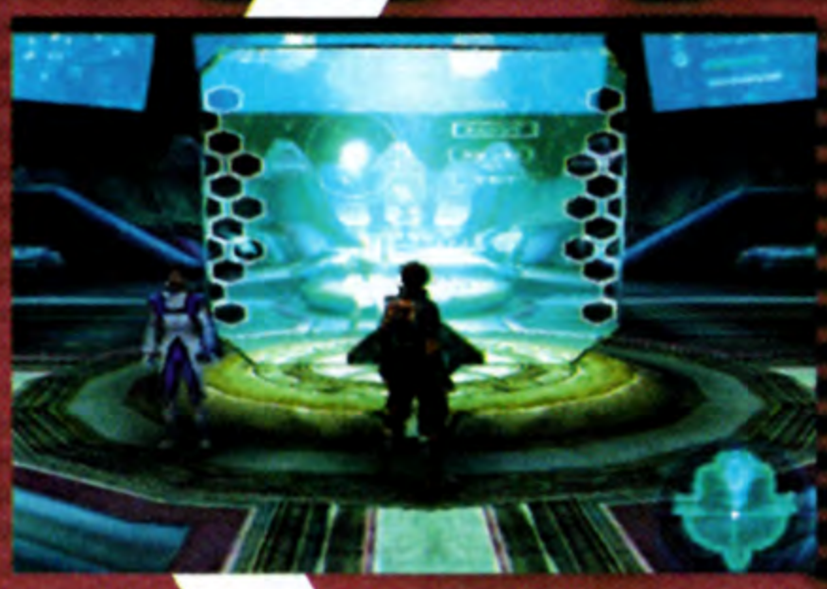
● Vipa Rounds
Picking up this item gives you extra-powerful ammunition for your Gun. Vipa Rounds appear after defeating enemies, and can also be found inside item containers.

● Origins
Important items necessary for powering up your weapons and NeoPsionics. They appear after defeating enemies. If you don't pick them up, they will disappear after a short time.

● Rations
Restores your HP. Takes effect immediately upon picking it up. Rations appear after defeating enemies, and can also be found inside item containers.

● Item
There are items that restore health and perform other functions. Items may appear from containers or could be found lying around.

GAME FLOW



[Select a Mission with the Mission Navigator]

First select a planet, stage and mission. The number of missions you can accept at the beginning of the game is limited. Completing missions raises your Territory Recovery Rating (TRR) and increases your choice of missions and planets.

Origins and items in inventory as well as Teos (funds) are shared between Sho and Feanay.

1

2

Defeat the Menace and try to clear the mission. Each mission has unique objectives. You can also return to the IAG Headquarters without completing your objectives. If you return to the IAG Headquarters without completing your objectives, you may keep half of your experience and any Origins that you have collected.

[Carry Out Your Mission]

You can check the Mission objectives at the Camp screen by pressing the ◎ button.

Mission Navigator

[Planet]
Each planet is divided into multiple stages, while each stage is divided into various missions.

[Territory Recovery Rating]
The TRR is a percentage that indicates how successful you are at driving out the Menace from inhabited planets. Clearing missions increases your TRR. Complete difficult missions or important missions to quickly increase your Territory Recovery Rating.

[Stage]
Each stage is divided into multiple missions.

[Experience points, rewards, etc. you can receive by successfully completing the mission]

[Mission Difficulty]

[Your TRR will increase by this amount if you complete the mission]

[Available Missions]
When a new mission is available, it will be marked with the word (NEW).

[Key Mission]
This percentage indicates the TRR level required before choosing this mission.

[Cleared Missions]
If you complete a mission with all 5 rankings (shown at the Results screen), an S will appear next to the mission. You can try to raise your ranking by replaying previously completed missions.

[Sub Mission]
A bonus mission with objectives such as time trials, etc.

HELPFUL HINTS

Carefully review the mission and map. Be sure to check your mission results. Turn on the Map display in the Options menu (P7) to make stage navigation easier.

Mission Display

Defeat the Menace to gain experience and fill your NP Gauge.
Use Time Extend to slow down time, or escape a fierce Menace or use NeoPsionics once your NP Gauge is full. Also, defeat as many enemies as possible to build up your experience points. Once you gain enough experience points, your maximum HP level will increase.

Look for breakable objects.
You can find items necessary for your mission or items that can heal you in these containers.

Try to obtain an S rank for all four categories. A high rank can:
- increase your reward in Teos
- unlock a special item
- give you Origins

*DAMAGE - The total amount of damage suffered during the mission. Avoid taking damage to improve your score.

*SPECIAL - Appears for certain missions.

[Mission Results]

If you're looking to achieve all S rankings, try going through the level twice. You get to keep all of the Origins and items from the first time through to power up your character, making it much more useful than the [RETRY] command.

If your HP reaches 0, or if you fail to meet the mission objectives (run out of time, etc.), then the game is over. Keep an eye on your health and use recovery items such as Medikits to maintain your HP.

[To the Next Mission]

Return to IAG Headquarters and purchase important items from the VendorBot. Don't forget to save your progress with the SaveBot.

Key Missions

These are vital missions. Complete these missions to unlock new stages. You can play these missions once you meet the TRR requirements.

Save

Talk to the SaveBot aboard IAG Headquarters to save your game. You can save up to 20 games on one memory card (8MB) (for PlayStation 2).

IAG HEADQUARTERS

Transport Room

A device that teleports you to each stage. Use the left analog stick to select a planet (such as Grarve), and then press the ⊗ button. Once a mission has been issued for a stage, you can return to that mission as often as you like. Replaying missions can help you quickly power up your abilities and levels.

Mission Navigator

A control panel that lets you view your current mission, accept new missions, or retry missions that you have already cleared.

SaveBot

This robot saves your game progress.

VendorBot

VendorBot buys and sells items. You can carry up to 3 of each item in your personal inventory.

Menace Lab

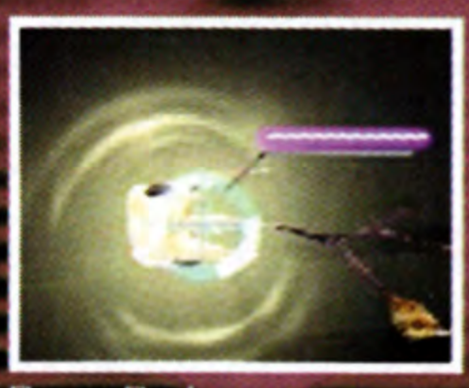
Help the IAG scientist gather data on specific Menace. Once you've defeated the specified Menace, return here to receive a reward.

Reference

Bow Rahn & Kecak
Sho's old friends, Bow Rahn and Kecak, know Theophilus well and are a good source of information.

Flower Float Collection

There's a quirky old man who collects Flower Floats. If you catch enough for him, he'll give you a reward.



Flower Float

Background Story

Yangqin

Your old sidekick Yangqin likes to reminisce about the Ekdahl Wars. Talk to Yangqin and he will help you better understand NeoPsionics, the galaxy of Theophilus and its inhabitants.

Tutorial

Talking to this man takes you to the tutorial mode, where you learn how to use the game controls.

ITEMS

Purchase items from the VendorBot. You can hold up to 3 of each item in your personal inventory. If the character Feanay is available, Teos (money) and items are shared between Sho and Feanay.

Recovery Items

[Medikit]

Recovers some of your HP.

[NP Capsule]

Recovers some of your NP.

[Medixir]

Recovers some of your HP and NP.

[Elixir]

Automatically recovers some of your HP if your life reaches 0.

Special Items

[Vipa Suit]

Reduces the damage suffered by enemy attacks.

*There are other special items hidden in the game, and are not mentioned in this manual.

Keep this item in your inventory to take advantage of its benefits. There are two versions of the Vipa Suit. The Vipa Suit is more effective if your HP level is high. If you have more than one special item, the effect is compounded. For example: if you have both the Vipa Suit I and Vipa Suit II, your protection is the combined effect of both Vipa Suits.

CAMP

Press the SELECT button during the game to bring up the Camp screen.

Map

The map displays your current location. Press the ◎ button to display mission details.

Rear Fwd

Player Character

Status

COMPLETE
The game completion percentage, including elements such as missions, items collected, etc.

LEVEL
The character's level. The higher it is, the more HP you have.

EXP
Your current experience points.

NEXT EXP
The experience points required to reach the next level.

MAX COMBO
Your best combo within the game.

TEOS
The amount of funds you have.

WEAPON	Review weapon info and change your current weapon.
ITEM	Use an item. You can hold up to 3 of one item in your inventory.
ORIGIN	Use the Origins collected to power up (P14) your weapons or NeoPsionics.
NP	Change your current NeoPsionic (P23) ability.
OPTIONS	Adjust game settings (P7).

POWER UP YOUR WEAPON

Origins – the Source of Power

Collect Origins after defeating enemies. Equip Origins at the Camp screen to power up your weapons and NeoPsionics. Press the up and down directional buttons to select an item to power up. Press the right directional button to power up the item. Press the left directional button to return the Origins to your inventory. Press the ⊗ button once you've confirmed your upgrades, and to complete the Origins charging process. As your weapon and NeoPsionics levels increase, more Origins will be required to reach the next level.

Origins can power up your weapon and NeoPsionics levels to Level 5. Special items can power up your weapon and NeoPsionics to Level 6.

Gun

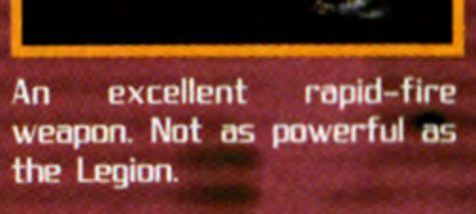
[Vulcan]

An excellent rapid-fire weapon. Not as powerful as the Legion.

[Wyvern]

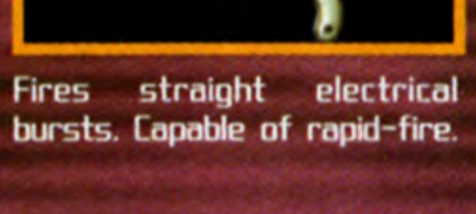
Fires straight electrical bursts. Capable of rapid-fire.

[Legion]



A short-range weapon that possesses tremendous power. The closer you are to the target, the more damage it can do.

[Trinity]



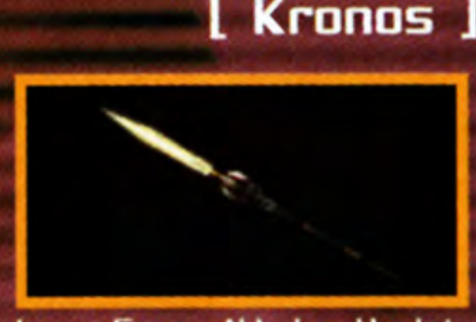
This weapon can fire 3 burst shots or even guided shots. It takes time to fire, but its strength is devastating.

[Power Up]

Power	Increases the damage inflicted on the enemy.
Range	Increases the range of the weapon.
Rapid	Increases the speed of the rounds, thereby decreasing the time between shots.

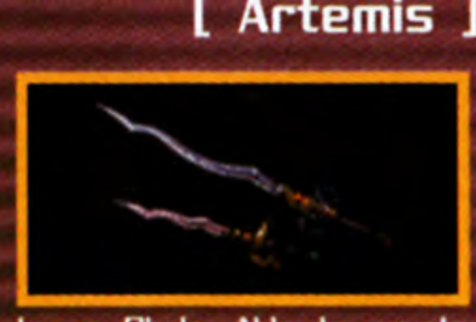
Blade

[Kronos]



Laser Spear. Able to attack in a wide range.

[Artemis]



Laser Blade. Able to create combo attacks.

[Power Up]

You can power up the blade at the 1st attack though the 4th attack.

1st	Power up the 1st attack
2nd	Power up the 2nd attack
3rd	Power up the 3rd attack
4th	Power up the 4th attack

Additional Power Up Effects

[Level 2]

After performing a Gravity Blade, you can do an Overdrive (P22) attack.

Ex. If the 1st attack is Level 2

Press down the ● button during a Gravity Blade

to follow up your attack with a Gun attack

[Level 3]

The range of the Gravity Blade and Overdrive increases by 1.5 times.

[Level 4]

Time slows down during your Overdrive attack (except for Sho's first attack). The time between shots decreases, so you are able to inflict heavy damage upon the Menace.

2nd Attack - Level 3

Level 4 - Keep an eye on the Chain count

[Level 5]

You will not take damage from enemy fire during your Blade or Gravity Blade attacks.

Enemy gun attacks are useless

Powering Up NeoPsionics

1. Increases damage inflicted on the enemy.
2. Increases the range of your NP.
3. Allows you to use your NP longer.
4. Increases the amount of HP you receive from one NP attack.

Mega Origin

These items can appear after you defeat a Menace with a Critical Hit (P23). Each one you pick up is worth five Origins. Try to get Critical Hits on the enemy to help power up your equipment and abilities even faster.

MULTIPLAYER

Getting Started

Select [MULTIPLAYER MODE] from the Title Menu and choose from the three available modes.

*When you want to quit a game during multiplayer, press the START button and select [QUIT] to return to the multiplayer menu. Press the △ button on the mode select screen to return to the Title Menu.

[Multiplayer Rules]

1. You cannot use NeoPsionics or Time Extend.
*Press the ◎ button to raise a temporary barrier against player or Menace gun attacks. Using this temporary barrier costs HP.
2. If your HP reaches 0, the game is over.
3. You can unlock Shami, Diez and Bow Rahn by achieving all S's on certain missions in single player mode.

Challenge Mode

You receive Points for defeating the Menace. If you can reach your target score before your opponent does, you win. After choosing your character and stage, you can set the more detailed settings. Once you're finished with the settings, press [CONFIRM] to begin the game.

GOAL	The number of points necessary for victory.
TIME LIMIT	The time limit for the match.
DIFFICULTY	Defeating a certain enemy in the one player mode allows you to adjust this setting. The higher the difficulty, the tougher the Menace become.
FRIENDLY FIRE	If turned [On], the other player can knock you down or back when shooting. If turned [Off], the players' weapons will have no effect on each other.
MAX HP	Set the HP for each player. Each player can set their own, allowing for handicapping when necessary.

[Tips]

1. Hitting combos results in adding bonus points to your score.
2. Being knocked down or back subtracts points from your score.
3. Defeating the Menace can cause Item Capsules to appear.

Item Capsules

There are four types of Item Capsules. The contents of these capsules are decided at random. The higher the combo achieved to make the capsule appear, the easier it is to receive better items.

1. HP Recovery (small)
2. HP Recovery (large)
3. Vipa Rounds
4. Bomb (take damage yourself)

TEAM BATTLE

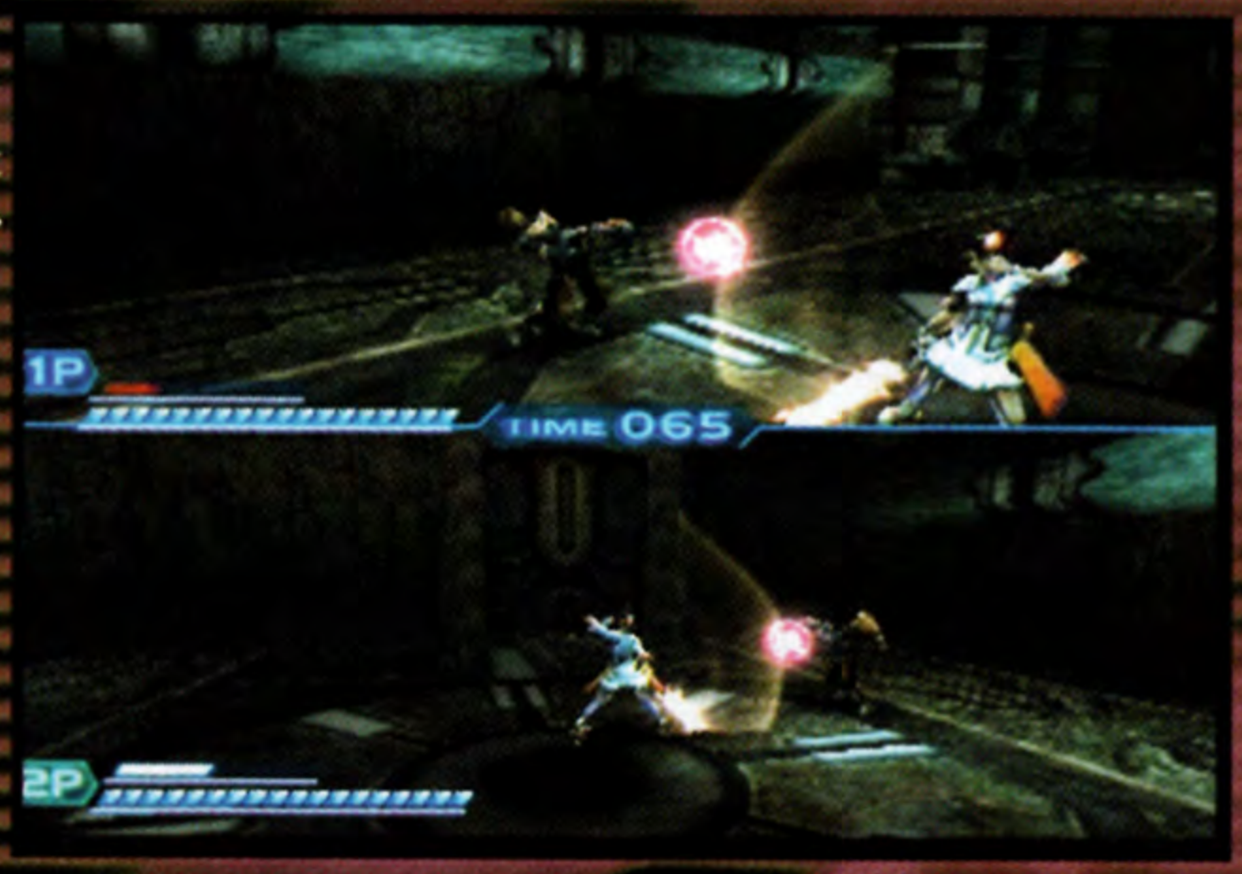
Cooperate with another player to defeat the Menace. Defeating all the Menace clears the current level. There is no limit to the levels. If one of the player's HP, or the HP of the object you are to defend, reaches 0, then the game is over. By defeating a certain enemy within the single player game, you can adjust the difficulty setting for this mode.

[Tips]

1. Player 1 and Player 2 can combine combos.
2. Defeating the Menace causes Item Capsules to appear.
3. There is no Friendly Fire in this mode.

VS MODE

A one-on-one battle. You can set the Time Limit and the Max HP for both players.



Characters

[Sho]

A well-balanced character that can fight up close or from a distance. He can use the Gravity Blade and Overdrive attacks.

[Feanay]

Her Blade, the Artemis, is very fast and powerful. She can use the Gravity Blade and Overdrive attacks.

[Shami]

She has a laser gun that is effective from long range. It's best to keep moving and maintain a distance from your enemy.

[Diez]

A character with well-balanced offense and defense. Has a Gun that is powerful, with a long range and rapid-fire.

[Bow Rahn]

Possesses a giant cannon that is his main weapon. The range is not very good, but if shot from a close distance, it will easily defeat your opponent.

[Move] left analog stick/directional buttons

Move the left analog stick to move your character.

*All of the following movements can be made with the directional buttons as well as the left analog stick.

Shift Movement

Move the left analog stick while holding down the L1 button

Move while facing forwards

Spin Movement

Move the left analog stick while holding down the R1 button if there are no enemies in your sight

The camera stays behind your character while moving. Very useful when searching for something.

CHARACTER

Sho

A fighting machine known as a Vipa and capable of using powerful NeoPsionics. Two years ago, he saved Theophilus from destruction and became a great hero. Once again, mankind has turned to him for help...

‹ WEAPON ›

GUN: Vulcan, Legion
BLADE: Kronos

O N

[Jump]

⊗ button

If you push the ⊗ button while moving the left analog stick, you will jump in that direction. The longer you hold down the ⊗ button, the longer and higher your jump will be.

Jump Attacks

Press the △ button while jumping

Only works with the Vulcan and Wyvern. Press the ● button while jumping. If you press and hold the ● button, you will continuously fire your gun as you slowly descend back to the ground.

[Search/Talk]

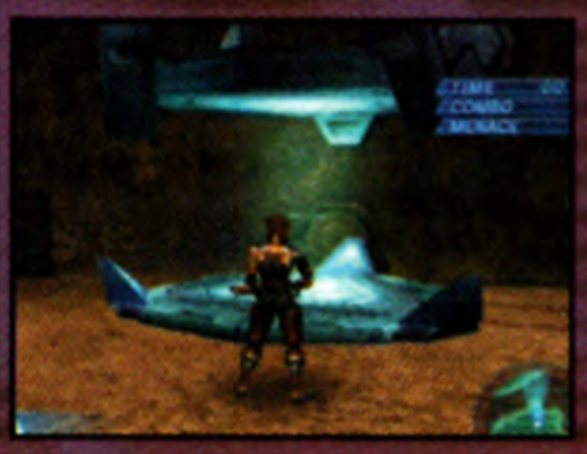
● button

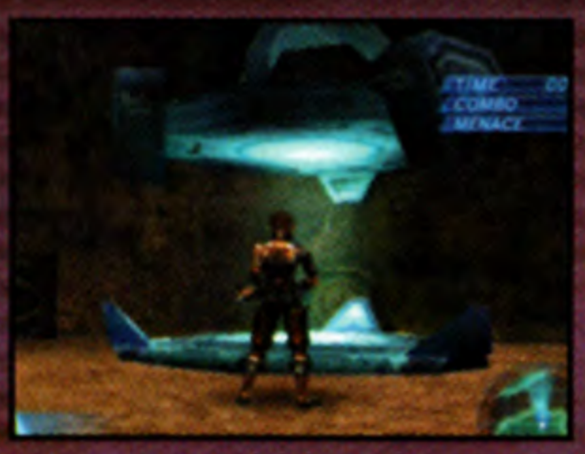
Press the ● button when the appropriate command appears in the lower right corner of the screen. This allows you to examine things such as items and doors or talk to other characters.

[Map Display/Camera]

L3 button/R3 button

You can set the Map display feature under the OPTIONS menu (P7).
*[Manual] setting
Press the L3 button (press down on the left analog stick) to make the map appear in the upper left corner. Press the L3 button again to make the map disappear.





You can rotate the camera by pushing the right analog stick to the right or left. Pressing the R3 button (press down on the right analog stick) allows you to choose from three different camera heights.

[Gun Attack]

● button

For the Vulcan, Legion (Sho) and Wyvern (Feanay), hold down the ● button for automatic fire. The Trinity (Feanay) is a special weapon. Firing the Gun causes the Gun Gauge at the bottom of the screen to be depleted. If it reaches 0, the Gun overheats, and you must wait for the gauge to refill before you can fire it again. The gauge refills automatically whenever you are not firing the Gun.

Attacking with the Trinity

Press and quickly release the ● button for a burst of three shots.

1. Continually press the ● button to lock on the weapon to any nearby Menace (up to 8 total).

2. Release the ● button to attack all the Menace that were locked on to.

[Change Gun]

L2 button

Press the L2 button to change between your different Guns.

Vipa Rounds

Pick up Vipa Rounds to give special effects to each of the Guns.

Vulcan	Gains rapid-fire flame bullets.
Legion	An explosive grenade that attacks any Menace in the surrounding area.
Wyvern	If the bullet hits the Menace, it will be momentarily paralyzed.
Trinity	Burst fire.....Steals HP from the Menace and adds it to your own. Guided.....Explosive shells that damage any Menace in the area.

[Blade Attack]

△ button

Press the △ button for a Blade attack. You can perform up to four hits in a row.

[Lock On]

Hold the R1 button when there is a Menace in your sights

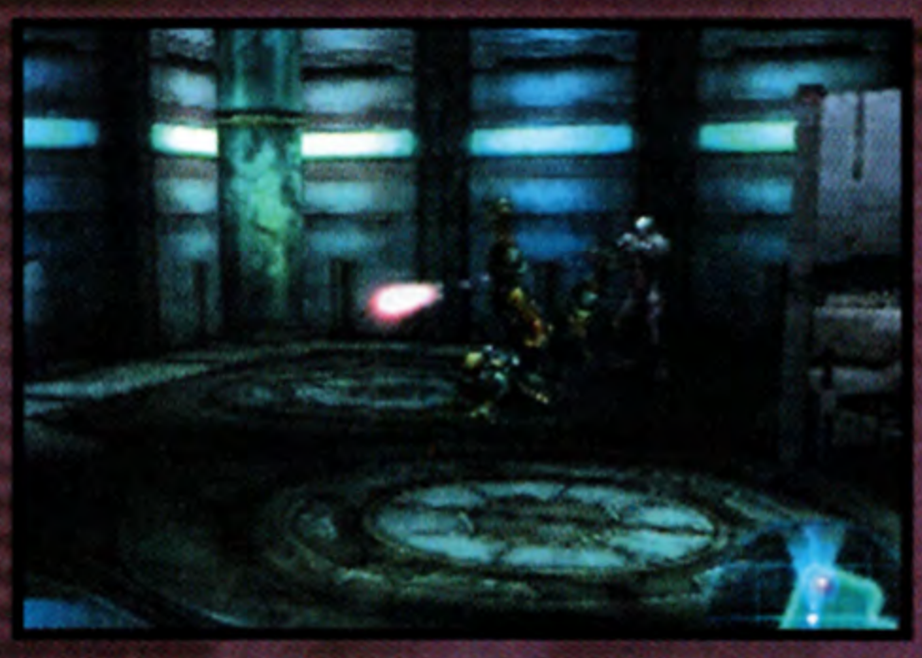
Allows the player to lock on to an enemy that is directly in front of them. Hold the R1 button to change the Target Cursor to a Lock On and follow the Menace without losing the target. However, you can still be attacked by the Menace, and backing up a certain distance will break the Lock On. If your Lock On is broken, press the R1 button again to try and get it back.

Press the L1 button while locked on to an enemy to switch the Lock On to a nearby Menace.

[Evade]

Use the left analog stick and press the ⊗ button while holding down the L1 or R1 button

Allows you to quickly jump to the front, rear, left or right. Very useful for avoiding enemy fire.



Crimson Sea 2 ADVANCED TECHNIQUES

[Gravity Blade]

A special Blade attack. It knocks back the Menace or knocks them in the air, allowing you to follow up with a Gun attack. If you're in a spot where it is difficult to use the left analog stick, use Lock On (R1 button) to make it easier. This keeps the Menace in front of you, allowing you to easily pull off the attack.

Press the △ button while pushing the left analog stick in the direction opposite the one you're facing

[Overdrive]

An automatic Gun attack following a Gravity Blade. Overdrive attacks do not deplete the Gun Gauge. There are specific Overdrive attacks for each of the 4 Gravity Blade attacks. Your Blade must be of at least Level 2 for that attack for Overdrive to work.

Press and hold the ○ button after performing a Gravity Blade. (The Blade's level must be at least Lv.2)

Ex: A 2nd attack Overdrive

If you want to perform an Overdrive on your 2nd attack, you will need to power up your 2nd attack to Level 2. You do not need to power up the other attacks.

[Time Extend]

A move that slows down time. Pressing the R2 button to activate Time Extend causes your NP Gauge to be depleted by one. Your player moves at regular speed and the Gun Gauge does not deplete, while the enemies move in slow motion, allowing you to cause them great damage. Also, a 30 hit combo will trigger Time Extend automatically. The NP Gauge is not depleted.

Press the R2 button with at least one NP Gauge unit full / 30 hit combo

[Crossfire]

Using both hands, a rapid fire attack

Press and hold the ○ button while standing still

[Assault Blade]

If there are Menace in front of you, you will teleport to them and attack.

Press the left analog stick towards the Menace and press the △ button

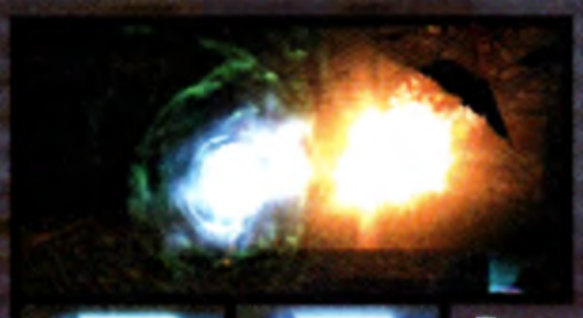
TECHNIQUES

[NeoPsionics]

Press the ◉ button when your NP Gauge is full

A super attack that uses up all of your NP Gauge. NeoPsionics not only cause great damage to the enemy, but also recover some of your health as well. The more enemies you hit with your NP, the more health you receive. You cannot be damaged while using NeoPsionics.
You can learn new NeoPsionics by completing certain missions.

[Sonic Aura]



Sho

Feanay

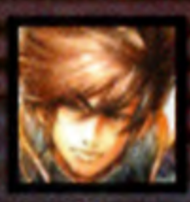
Damage any Menace that you touch. Using the left analog stick and the ⊗ button allows you to teleport and cause damage to even more enemies.

[BlastSphere]

Sho

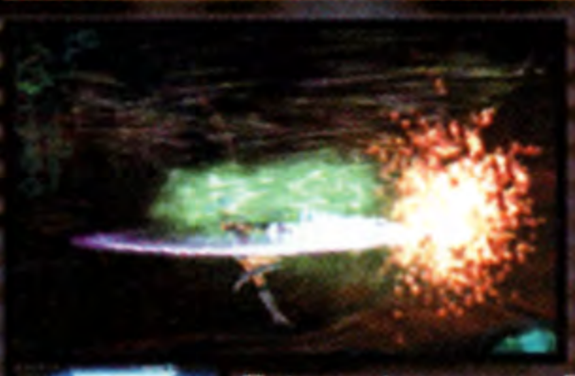
Uses the Vipa Wave to ignite the surrounding air. Perfect for use when surrounded by the enemy.

[Aerial Ray]


Sho

Sends bursts of energy down from the sky. You can use the left analog stick to adjust the beams' trajectory.

[Maelstrom]



Feanay

Spin using your Blade attack. You can use the left analog stick to aim your movement. Although very powerful, it is a bit difficult to control.

[Meteor Shower]

Feanay

Causes a vast meteor shower to strike the enemy from above. Very useful for narrow spaces.

[Teleport]

⊗ button

Allows you to teleport across the surface. You can move anywhere you like by using the left analog stick and pressing the ⊗ button.

[Sonic Charge]

Press the ◉ button while Teleporting

Attacks the Menace with both the Gun and the Blade. Afterwards, continuously press the ◉ button to keep up the attack.

Critical Hit

If you fire at the Menace with a certain timing and from a certain direction while in Time Extend, you can get a Critical Hit, which causes great damage to the enemy. However, Critical Hits do not work on some enemies. Defeating a Menace with a Critical Hit can sometimes cause a Mega Origin (PIS) to appear.

USING THE GRAVITY

[Regular] 1st Attack

To 2nd Gravity Blade

Left analog stick (opposite direction from the one facing) + △ button

Press the button when the Blade of the first attack is just finished and striking upwards.

[Regular] 2nd Attack

To 3rd Gravity Blade

Left analog stick (opposite direction from the one facing) + △ button

Press the button when the Blade swings around.

[Gravity Blade] 1st Attack

To 1st Overdrive

Press and hold the ● button

Press the ● button when the Blade is directly over Sho's head.

Before you swing the blade, press the left analog stick in the direction opposite from the one you're facing and press the △ button. It knocks the Menace in front of you up in the air. Good for creating space between you and the Menace.

[Gravity Blade] 2nd Attack

To 2nd Overdrive

Press and hold the ● button

Press the ● button just before the Blade extends in front of you.

Extends the Blade forward slightly. After knocking the Menace back, it also knocks them in the air.

[Overdrive] 1st Attack

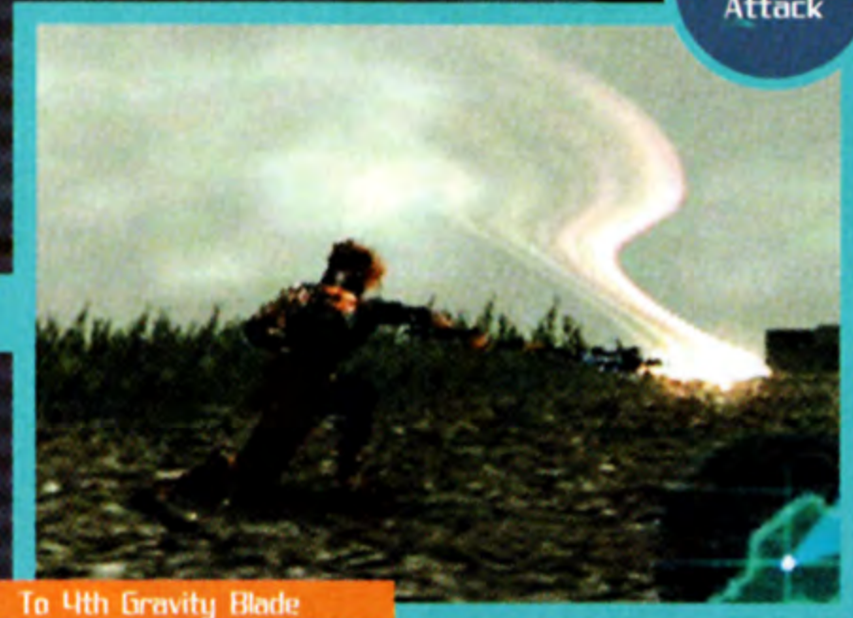
Fires the powerful Legion (Trinity) at a rate slightly faster than normal.

[Overdrive] 2nd Attack

Attacks with the Gun while the Blade is still extended. No opening between attacks makes it very easy to use.

BLADE

[Regular] 3rd Attack



To 4th Gravity Blade

Left analog stick (opposite direction from the one facing) + △ button

Press the △ button before extending the Gravity Blade.

[Regular] 4th Attack

[Gravity Blade] 3rd Attack

○ To 3rd Overdrive

Press and hold the ● button

Press the ● button a little earlier than usual, just as the Blade is hitting the ground.

Raises the Blade overhead. Lighter Menace will be knocked in the air.

[Gravity Blade] 4th Attack

To 4th Overdrive

Press and hold the ● button

Start pressing the ● button as the Blade is spinning.

Cuts down the Menace surrounding you. Useful against insect-type Menace.

[Overdrive] 3rd Attack

Attacks the Menace knocked into the air with the Gun. Good against humanoid Menace that fire at you.

[Overdrive] 4th Attack

Fires your gun all around you.

USEFUL TECHNIQUES

Here's an introduction to the Gravity Blade and Overdrive, useful techniques that can be used early on in the game.

[3rd Attack Gravity Blade] ➡ [Gun Attack]

Recommended when you can't use Overdrive. The Menace float in the air, making it easy to follow up with your Gun.

POINT: After knocking the Menace in the air, take a step back and then fire your Gun.

[3rd Attack Gravity Blade] ➡ [3rd Attack Gravity Blade]

Allows you to repeat the 3rd Attack Gravity Blade. Knocks the Menace in the air, allowing you to defeat it without taking any damage. Once you're used to this technique, it is easy to follow this up with a Gun attack. You can use this later on in the game as well, so be sure to try and master it early on.

POINT: The key to knocking the Menace in the air is to remain patient. Once the Menace hits the ground, follow up with a regular attack.

[2nd Attack Gravity Blade] ➡ [Overdrive] ➡ [Gun Attack]

Using an Overdrive from the 2nd Attack Gravity Blade will cause the Menace to be blown back. If you keep your distance and use the Gun to attack Menace that are knocked back, you can safely take them out. Very useful against those Menace that are good at fighting up-close.

POINT: Slowly creep forward to get a Menace that was knocked back into range.

[Time Extend] ➡ [1st Attack Gravity Blade] ➡ [Overdrive]

Overdrive after a 1st Attack Gravity Blade uses the Legion, so it is quite powerful. Learning this move early will make the later stages of the game much easier. However, it can be difficult to properly land the Gravity Blade on your target. In those instances, try using Time Extend.

POINT: Once you've launched Time Extend, remain calm and attack.

[4th Attack Gravity Blade] ➡ [Overdrive] can also be done from Time Extend

As above, you can use Time Extend to help your Overdrive. This should help prevent other Menace from getting in the way of your move. Once you're used to it, try using it without Time Extend.

CHARA

Feanay

A mysterious young girl. She appears to possess the same powerful Waveform that Sho does... She does not appear until a little later in the game, but once made available, you can choose to complete missions as either her or Sho.

‹ WEAPON ›

GUN: Wyvern, Trinity
BLADE: Artemis

Hints & Tips

MISSION

- Recovery items appear throughout a mission, so only take 2-3 recovery items to start with.
- If you meet somebody, be sure to talk to them. You can gain valuable information and even items.
- Good things can happen if you go to a stage from the Transporter.
- If you're stuck in a particular area, try defeating all the Menace there. Sometimes it can show you the way.
- The key to unlocking Sub Missions is achieving a percentage of missions cleared for that stage.
- Retrying a mission lets you keep half of your experience, but you lose things such as items and Origins. However, if you go back to IAG via the Transporter without completing your mission, you can keep all of your experience, items and Origins.
- You can retry missions by using the Mission Navigator. This allows you to get a better ranking on the mission, but you will only get 1/10th the reward and experience.

ENEMY

- For insect enemies that travel in groups, using the Legion or the Trinity to attack can result in an easy Time Extend.
- Humanoid Menace will jump and try to get behind you if you get too close to them.
- Your radar will sound whenever Menace are present in the area.
- If you can close in on a Menace from behind and attack, you can defeat them without taking any damage.

CONTROLS

- The [Chain] that is displayed during NeoPsionics and Overdrive is the key to creating longer Combos.
- You can avoid most attacks by effectively using Evade.
- The secret to the Gravity Blade attack is more direction than timing. Be sure to point the left analog stick opposite from the way you are facing.
- The timing for the Gravity Blade and Overdrive is similar for both Sho and Feanay.
- NeoPsionics are extremely valuable due to their ability to recover your HP.
- You will hear a sound to signify that your NP Gauge has been filled.
- Try to use Cross Fire from Time Extend, and then go into another Time Extend.
- The Lock On attack is vital for boss battles. Try practicing on the weaker enemies first.
- Be sure to take the Tutorial. You can learn valuable tips on controlling your character.

WEAPON

- When you pick up Vipa Rounds, they will affect the Gun you currently have in hand at the time. You can change guns in order to conserve your Vipa Rounds if you wish.
  (Ex. Pick up the Vipa Rounds while carrying the Legion → Change your Gun to the Vulcan → A strong Menace appears → Switch back to the Legion to easily defeat it.)
- If you're unsure which attack of the Blade to level up, choose the 1st attack. All attacks start from the first blow. Therefore, it's best to power it up first.
- Sometimes, continuously attacking the Menace with a high speed Gun can cause the Menace to recoil. This is your chance to finish it off with a big attack.

WARRANTY

90-day limited warranty

KOEI Corporation warrants to the original consumer purchaser that this game CD shall be free from defects in material and workmanship for a period of 90 days from date of purchase. If a defect covered by this warranty occurs during this 90-day warranty period, KOEI will repair or replace the game CD, at its option, free of charge.

To receive this warranty service:

1. Send in your Registration Card.
2. Save your sales receipt, indicating date of purchase, and the UPC code found on the game packaging.
3. If your game is covered under a store warranty, return the game CD to the store at which you purchased the game.
4. If the game develops a problem requiring service during the 90-day warranty period, and is not covered by a store warranty, notify KOEI Corp. by calling the Customer Service Dept. at (650) 692-9080, between the hours of 9:30 a.m. to 5 p.m. Pacific Standard Time, Monday through Friday.
5. If the KOEI Service Representative is unable to solve the problem by phone, you will be provided with a Return Authorization number. Record this number prominently on the outside packaging of your defective game CD, enclose your name, address and phone number, and return the game CD, FREIGHT PREPAID AND INSURED FOR LOSS OR DAMAGE, together with your sales receipt and the UPC code within the 90-day warranty period to:

KOEI Corporation
1818 Gilbreth Road, Suite 235
Burlingame, CA 94010

This warranty shall not apply if the game CD has been damaged by negligence, accident, unreasonable use, modification, tampering, or by other causes unrelated to defective materials or workmanship.

Online Support

For information on other KOEI games, or to find hints on specific titles, please visit our website at: **www.koei.com/**

KOEI™

www.koei.com

thanks!
25th
KOEI's 25th Anniversary

Construct battleships, carriers, destroyers and more!

Command New Tactical Battle Groups!

New bird's eye view of the battle sector

A New Threat is on the Horizon.

NAVAL OPS™
COMMANDER

This is not a drill. This is Naval Ops™: Commander. Arm your ship with a spectrum of over 1,000 parts: weapons, defensive hardware, propulsion systems, and 100 aircraft. Choose from 100+ combat-ready vessels or invest in new technology to design your own. Lead your battle group into the cold waters of danger to locate and destroy an armada of Superships. Over 80 deadly missions await. Prepare to fire.

From the Creators of Naval Ops™: Warship Gunner™

Available Now

PlayStation®2

DOLBY DIGITAL PRO LOGIC II

Naval Ops, Warship Gunner and the KOEI logo are registered trademarks or trademarks of KOEI Co., Ltd. ©2002-2004 MICROCABIN CORP./KOEI Co., Ltd. All rights reserved. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. The ratings icon is a trademark of the Entertainment Software Association.

"Dolby", "Pro Logic", and the double-D symbol are trademarks of Dolby Laboratories. Manufactured under license from Dolby Laboratories.

©2004 KOEI Co., Ltd.

TEEN
CONTENT RATED BY ESRB

Violence